## MONTGOMERY COUNTY DEPARTMENT OF RECREATION

SPORTS TEAM

4010 RANDOLPH ROAD, ROOM 306

SILVER SPRING, MD 20902 PHONE #: 240-777-6870 FAX #: 240-777-6890

**SPRING 2011** 

## **CO-REC NORTH I DIVISION - SOCCER LEAGUE**

NO	TEAM NAME	MANAGER'S NAME	WORK#	HOME #	JERSEY COLOR
1	BIG BALLERS	HUGO MORENO	301-586-3703	202-744-0246	
2	BULLDOGS	LISA KRUL	240-223-9653	240-778-5848	BLUE
3	FIRE	SEAN KEILLER	240-793-2852	301-208-9394	ORANGE
4	GLOBAL ENGINEERING SOLUTIONS	ESSI NAJAFI	301-216-2871	202-359-4994	
5	KINGS & QUEENS	PHILIP MARGOLIES	240-354-1677	301-592-1706	SILVER
6	LUNA NEGRA	PETER LAZZARI		240-899-8251	RED

## ALL GAMES WILL BE PLAYED AT SOUTHEAST OLNEY PARK

(except May 15)

**SECOND TEAM LISTED IS HOME TEAM** (Must change jerseys if color conflict)

\*\*\*\*\* ROSTERS ARE DUE BEFORE 1<sup>ST</sup> GAME, CHANGES BEFORE 3<sup>RD</sup> GAME \*\*\*\*\*

SUNDAY, Apr	ril 3. 11	SUNDAY, Ma	y 1, 11		
10:00 a.m.	6 vs 3 ***	10:00 a.m.	6 vs 2 <b>NS</b>	<b>SUNDAY</b> , May 22, 11	
11:30 a.m.	2 vs 1	11:30 a.m.	3 vs 5	10:00 a.m.	2 vs 6 <b>NS</b>
1:00 p.m.	4 vs 5 <b>N</b>	1:00 p.m.	1 vs 4 <b>N</b>	11:30 a.m.	4 vs 1
		·		1:00 p.m.	5 vs 3 <b>N</b>
SUNDAY, Apr	ril 10. 11	SUNDAY, Ma	<b>SUNDAY</b> , May 8, 11		
10:00 a.m.	2 vs 5 <b>NS</b>	10:00 a.m.	2 vs 4 <b>NS</b>	<b>SUNDAY</b> , June 5, 11	
11:30 a.m.	3 vs 4	11:30 a.m.	1 vs 3	10:00 a.m.	1 vs 3 <b>NS</b>
1:00 p.m.	6 vs 1 <b>N</b>	1:00 p.m.	5 vs 6 <b>N</b>	11:30 a.m.	4 vs 2
				1:00 p.m.	6 vs 5 <b>N</b>
SUNDAY, Apr	ril 17. 11	SUNDAY, Ma	<b>SUNDAY</b> , May 15, 11		
10:00 a.m.	5 vs 1 <b>NS</b>	**@ M L King	Reg Park		
11:30 a.m.	6 vs 4	12:00 noon	4 vs 6		
1:00 p.m.	3 vs 2 <b>N</b>	1:30 p.m.	2 vs 3		
	5 .5 =	3:00 n m	1 vs 5		

League Director: Brad Roos - 240-777-6877 brad.roos@montgomerycountymd.gov

3:00 p.m.

Inclement Weather: 240-777-6889

\*\*\*= TEAM IS TO PICK UP NETS AND CONES AT THE RECREATION DEPARTMENT, Sports' office prior to the first game. N =TEAM REMOVES NETS AND SETS UP AT THE FIRST GAME OF THE FOLLOWING WEEK. NS = TEAM SET UP NET AT THE FIRST GAME

1 vs 5